The Battle of Patay

Fastolf's Retreat
3

When *John Fastolf* is Disrupted, instead of placing him in the infirmary, remove him from the game, along with all units in his area (except *Wagons*, *Bowmen*, *John Talbot* and Civilians).
No XP is awarded to the French player when using this effect.

Bowmen Frighten the Deer
1

The English player must reveal a *Bowmen* or *John Talbot* token in an area of their choosing.

Victory Foreseen by the Maiden
1

Upgrade *La Hire* to level 2.

Vlad Tepes in Targoviste

Mehmet II

Natural born Rider
1

Gain 1 .

Strong as a Turkish
1

For the next attack, all your attacking units gain +1 .

Vlad Tepes in Targoviste

Vlad Tepes

Light the fire up in the night
2

All *Peasants* units can set fire to an adjacent area containing a building instead of just in their area until the end of the round.

Raid
1

Gain 1 .

Mountain
1

When defending, an allied unit of your choice gains 1 automatic until the end of the round.

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2020-02-17

Vlad Tepes
Terror 1 - Feint - Parry - Haste 2
When attacking: one of Vlad Tepes' results cannot be cancelled by the defender's results.
Reliquary

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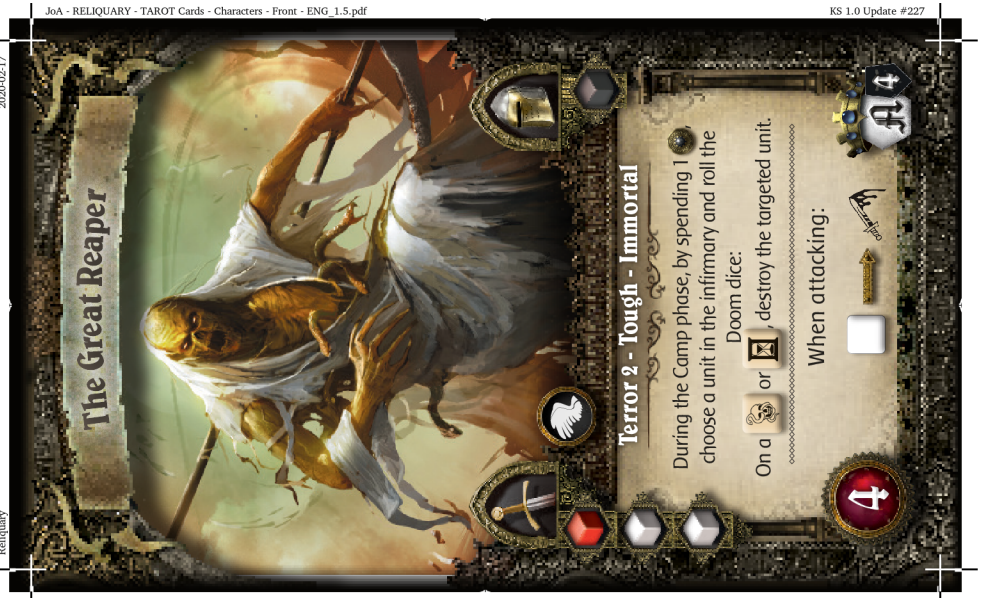
2020-02-17


The Great Reaper
Terror 2 - Tough - Immortal
During the Camp phase, by spending 1 choose a unit in the infirmary and roll the Doom dice:
On a or , destroy the targeted unit.
When attacking:
Reliquary

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Village Pack 2020-02-17

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John Stewart of Darnley
2
Charge - Feint - Impetuous
If an enemy unit is destroyed by an attack involving John Stewart of Darnley, you may recover your Reroll token if it is no longer in your possession.
2
1

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John Stewart of Darnley
Charge - Feint
If an enemy unit is destroyed by an attack involving John Stewart of Darnley, you may recover your Reroll token if it is no longer in your possession.
If John Stewart of Darnley performs a follow-up after combat, gain 1 .
3
2

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Joan of Arc: Updated Cards v5 - 300 DPI (page 3 of 37) - Reliquary

Vlad Tepes
Terror 1 - Feint - Parry - Haste 2
When attacking: one result rolled by *Vlad Tepes* cannot be cancelled by an opponent's results.
Bonus Action: Once per turn, if you spend 1 , move one of your Rally points into any allied area.
3
2 1

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Peasants
Support
Special action: you can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

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Peasants
Support
Spécial action: you can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

Core Box 2020-02-17

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KS 1.0 Update #227

John Stewart of Buchan
4
Charge - Feint
Up to 2 troops with a Shooting attack located in *John Stewart of Buchan's* area gain:
+1 when attacking.
2
1

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KS 1.0 Update #227

John Stewart of Buchan
Charge - Engineer - Rally
When defending: cancel 1 .
Up to 2 troops with a Shooting attack located in *John Stewart of Buchan's* area gain +1 when attacking.
3
1 2

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Assassin
Retaliation - Feint
Upon being revealed, the *Assassin* may perform the following attack:
+1
When attacking: remove one defence dice of your choice before your opponent's defence roll.
2

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Reliquary 2020-02-17

Assassin
Retaliation - Feint
Upon being revealed, the *Assassin* may perform the following attack:
+1
When attacking: remove one defence dice of your choice before your opponent's defence roll.
2

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Reliquary 2020-02-17

William Wallace
Charge - Impetuous
Once per round, after a Follow-up after combat, *William Wallace* may perform an extra attack.
If *William Wallace* suffers a result, you may move him one area instead.
1 3
2

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KS 1.0 Update #227

Reliquary 2020-02-17

William Wallace
Charge - Impetuous
Once per round, after a Follow-up after combat, *William Wallace* may attack one adjacent enemy unit.
When attacking, if you roll a , *William Wallace* may move one area at the end of his activation or gain 1 .
A 2
2

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Provincial Militia

Support

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Provincial Militia

Support

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Bowmen

2

When attacking:

Bonus action: a Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

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Bowmen

2

When attacking:

Bonus action: a Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

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Ghosts

Immortal - Terror 1

Once per turn, if you spend 1 : *Ghosts* gain Jump 2 until the end of their activation.

Ghosts are not affected by terrain modifiers.

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Priest

Prayer - Heal

The Priest's Heal action can be performed in an adjacent area.

1 2

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Citizen

Bonus action: Once per turn,

gain 1

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Bonesetter

During the Camp Phase, reroll the Doom dice once up to two allied Disrupted units.

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Arthur de Richemont
3
Prayer - Ruthless
Bonus action: once per turn, if you spend 1 : move Arthur de Richemont into an adjacent area.
Units in Arthur de Richemont's area ignore Impetuous skill.
2
A 2

John Fastolf
Ruthless - Parry - Slayer
When defending:
when John Fastolf suffers a , you may change this result into a and assign it to another allied unit in the same area or adjacent to John Fastolf.
3
2 1

John Chandos
2
Retaliation - Slayer
During the Council phase:
draw 1
2
A 1

John of Lancaster
Rally - Retaliation
When attacking:
or Gain 1 .
When defending:
cancel 1
2
1 2

John de la Pole
3
Engineer
When defending:
after the attack roll and attacker's modifiers, replace all attacker's by
2
1

John de la Pole
Rally
When attacking:
for each rolled, gain 1 and draw 1.
3
1 1

Gilles de Rais
Charisma
Bonus action: once per round, if you spend 2 : rally a destroyed allied Troop. Place this Troop in the same area as Gilles de Rais.
Bonus action: once per round, if you spend 3 : an adjacent enemy Troop moves into Gilles de Rais' area under your control.
2
3

Philippe VI de Valois
4
Prayer
Bonus action: once per round, move one allied Troop one area towards an enemy area.
When defending:
cancel 1.
2
1 1

Earl of Arundel
3
Retaliation
Special action: once per turn, you may place Earl of Arundel into any free or allied area of an adjacent hex.
2
1 1

Earl of Arundel
Engineer
Bonus action: once per turn, move the Earl of Arundel into any free or allied area of an adjacent hex.
3
1 2

Captal de Buch
4
Charge
Bonus action: once per turn, if you spend 1 :
+1
OR
+1
2
1 2

Bertrand du Guesclin
Charge - Retaliation - Slayer
During the Camp phase, rally one allied Troop.
Bonus action: once per round, gain
5
1 1

Edward III
4
Charisma - Prayer
At the beginning of the Camp phase, rally one allied Troop.
Bonus action: one allied Bowmen unit up to 2 areas away from Edward III may perform an attack.
2
2 2

Amaury de Craon
3
Bonus action: once per turn, move Amaury de Craon one area.
2
A 1

Ambroise de Loré
4
Charge
Bonus action: once per round, gain:
2
A 1

Ambroise de Loré
Charge
Bonus action: once per round, gain
3
A 1

John Fastolf
Retaliation - Charge
When attacking:
Bonus action: if you spend 1 : move any one allied unit one area.
2
1 2

Arthur de Richemont
Prayer - Reroll
Bonus action: once per turn, if you spend 2 : pick the Legend card of your choice in the deck. Shuffle the deck afterwards.
During Council phase, roll :
3
1 3

The Werewolf
4
At the start of your turn:
gain 1

Saint Martha
5
Prayer
Saint Martha is immune to Terror.
When defending:
all and results inflicted to Saint Martha are turned into results.

Robert Knolles
Mercenary- Charge - Ruthless
Gain 1 each time an enemy unit is destroyed by an attack involving Robert Knolles.
3
1 1

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La Hire
Terror 2
For each Wound placed on this card, La Hire gains :
+1
Gain 2 each time an enemy unit is destroyed in an attack involving La Hire.
4

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Joan of Arc: Updated Cards v5 - 300 DPI (page 12 of 37) - Core Box, Reliquary

Core Box 2020-02-17

Jean de Dunois
Reroll - Tough
Bonus action: once per round, if you spend 1 :
Bonus action: once per round, you may move one allied Rally point to another allied area.
3
1 2

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Jean de Dunois
Prayer - Ruthless
Once per turn, an allied Troop in an adjacent area to *Jean de Dunois* gains +1 until the end of the round.
When defending, if you spend 2 : your opponent must reroll their attack roll.
3
A 1

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Jean de Vienne
Prayer - Bodyguard - Heal
When *Jean de Vienne* is activated, if you discard 1 : draw 1 .
Bonus action: once per round, roll 1 . On a result, you may take 1 from an opposing player's player board, or draw 1 .
3

Joan of Arc
2
Tough - Terror 1 - Prayer
Bonus action: once per round, at the end of *Joan of Arc's* activation: immediately play 1 from the common pool in an allied area located up to 3 areas away from her.
Once during the Camp phase :
2
1 1

Joan of Arc
Tough - Terror 1 - Prayer
Bonus action: once per round, at the end of *Joan of Arc's* activation: immediately play 1 from the common pool in an allied area located up to 3 areas away from her.
Once during the Camp phase:
3
3 2

Joan of Arc
Retaliation - Terror 2
Bonus action: once per round, at the end of *Joan of Arc's* activation, immediately play 1 from the common pool in an allied area located up to 3 areas away from her.
Bonus action: Once per round, gain 1 and draw 1 .
4
2 2

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Gilles de Rais
4
Charisma
Bonus action: once per turn, if you spend 1 : rally one disrupted Troop in *Gilles de Rais'* area.
When attacking: if *Gilles de Rais* rolls at least one blank result, reroll one dice once.
3
A 1

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Poton de Xaintrailles
3
Tough
When attacking, if you spend 1 : reroll one dice once.
If *La Hire* is in the same area as *Poton de Xaintrailles*, *La Hire* gains:
+1
2

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Poton de Xaintrailles
Tough - Haste 2
If *La Hire* is in the same area as *Poton de Xaintrailles* or in an adjacent area, *La Hire* gains:
+1
Once per Round, *Poton de Xaintrailles* may perform an attack if an adjacent enemy area is activated by an Order.
3
1 2

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Poton de Xaintrailles
Pourfendeur
If La Hire is Disrupted or destroyed, Poton de Xaintrailles gains +2
Once per round, Poton de Xaintrailles may perform an attack against an adjacent enemy area which has just received an Order.
3
1 2

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Thomas de Scales
Charge - Slayer - Retaliation
Once during your turn, Thomas de Scales may perform an attack action after a Follow-up after combat.
3
1 1

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Philippe VI de Valois
Charge - Prayer
Troops in the same area as Philippe VI de Valois gain Charge.
Cost of is reduced by 1.
3
2 1

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Philippe VI de Valois
Charge - Prayer
When defending: a unit from Philippe VI's area gains Bodyguard.
Bonus action: at the beginning of Philippe VI's activation, spend 1 :
+1
3
3 2

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John I of Luxembourg
Parry - Impetuous
When John I of Luxembourg is activated, roll 1 :
if you roll , cancel John I of Luxembourg's activation. An opposing player of your choice then moves John I of Luxembourg into an adjacent area.
2

Charles II the Magnanimous
4
Charge - Retaliation - Impetuous
When attacking:
When defending:
Draw 1 .
2
A 1

Charles II the Magnanimous
Charge - Retaliation - Impetuous
When attacking, after a Follow-up after combat:
gain 1 .
When defending:
Draw 1 .
3
A 2

Boucicaut
4
Rally
When defending: cancel 2 .
Bonus action: once per round, if you spend 3 , gain .
3
2 2

Boucicaut
Rally - Haste 2
Once per Round, during an opponent's turn, you may play 2 in a row to activate *Boucicaut*'s area.
Bonus action: once per turn, if you spend 3 : gain .
3
3 2

Gilles de Rais
Charisma - Slayer
Bonus action: at the beginning of *Gilles de Rais*' activation, you may move all allied Rally points by one area.
When attacking: if *Gilles de Rais* rolls at least one blank result, reroll one dice once.
3
1 1

Erwan de Romorantin
3
Peasants and *Provincial Militia* in *Erwan de Romorantin*'s area gain
+1
2
1 1

Erwan de Romorantin
Peasants and *Provincial Militia* in *Erwan de Romorantin*'s area gain
+1
3
1 2

Philippe the Bold
Feint - Charge - Parry
Characters in the same area as *Philippe the Bold* gain Parry.
Philippe the Bold's area cannot be targeted by shooting attacks.

Baudoin de Lens
Charge - Impetuous - Prayer
When attacking:
2

The Witch
4
Dodge
At the start of your turn:
draw 1
When attacking:
1

The Witch
Jump 2
When attacking:
discard 1 to add 1 to your attack roll.
2

Archangel Gabriel
4
Bodyguard - Jump 2 - Terror 1
When attacking:
if you roll at least 1 , the *Archangel Gabriel* may perform a move action after the attack.
5
1 1

Archangel Gabriel
Bodyguard - Jump 2 - Terror 2
When attacking:
if *Gabriel* rolls at least 1 , he may perform a move action after the attack.
6
2 2

Mounted Hero
3
Charge
2
A 1

Mounted Hero
3
Charge
2
A 1

Mounted Hero
3
Charge
2
A 1

The Tarasque
Big - Terror 1 - Retaliation
When attacking:
when *the Tarasque* inflicts a Wound to an enemy unit by attacking, inflict an extra Wound.
10

Charles de Bourbon
4
Charge - Impetuous
When attacking:
Bonus action:
spend 2 to gain 1
2

The Courser
The *Courser* can only command *Hunting Dogs*.
Hidden units in the *Courser*'s adjacent hexes must be revealed.
1 2

Reliquary 2020-02-17

French
Mounted Knights

Charge - Impetuous

During a Charge action, add a result to your attack roll.

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Reliquary 2020-02-17

Impetuous Knights

Retaliation - Impetuous

When defending:

cancel 1 .

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Reliquary 2020-02-17

Scottish Pikemen

Support - Cohesion

When defending against : inflict 1 to an attacking unit for each rolled.

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Reliquary 2020-02-17

Flemish Pikemen

Cohesion

When defending against : the *Flemish Pikemen* gain Retaliation.

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Reliquary 2020-02-17

Voulgiers

Retaliation - Cohesion

+1 against .

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Guisarmiers

Cohesion - Parry

When attacking:

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Reliquary 2020-02-17

Genoese Crossbowmen

Bonus action: replace the *Genoese Crossbowmen* with *Entrenched Genoese Crossbowmen*.

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Reliquary 2020-02-17

Entrenched Genoese Crossbowmen

The *Entrenched Genoese Crossbowmen* cannot move and they are destroyed if they suffer a .

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KS 1.0 Update #227

Support infantry

When defending: one unit in the same area as the *Support infantry* may reroll 1 dice.

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Bowmen - Short Bow

Once per round, after an enemy activation, choose an area containing allied *Bowmen - Short Bow*:
these *Bowmen - Short Bow* units can attack one enemy area in range.

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Peasant Militia

Support

When attacking:

Peasant Militia units gain the Feint skill when located in a fields area.

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Hunting Dogs

Haste 2 - Feint

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Musician

Terror 1

If an attack is declared from the *Musician*'s area, add 1 to the total attack roll.

Once during the Camp Phase:

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Flagellants

Tough - Charge

If at least one *Penitents unit* are is the same area:

+1

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Penitents

Tough

If a *Flagellants* unit is located in the *Penitents*' area, gain Charge.

Once per round, if an Unholy unit is destroyed by an attack involving the *Penitents*, gain

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Heretics

Targeting

When attacking, if the *Heretics* inflict at least 1 to a level 2 Character, this Character is downgraded to level 1.

When defending:

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Reliquary 2020-02-17

Voracious Demons

Charge

When defending against a melee attack:

Inflicts to the attacker

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Reliquary 2020-02-17

Apothecary

Heal

Once per turn,
if you discard 1 Legend card:
gain 2 or 2
or draw 1 Legend card.

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Reliquary 2020-03-17

Culverin

2

Targeting

When attacking:

2

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Reliquary 2020-02-17

Plague Bearers

Support - Terror 1

When defending:

cancel 1 .

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Reliquary 2020-02-17

Azab Archers

1

Haste 2 - Dodge

Bonus action: an *Azab Archers* unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

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Siege Equipment 2020-03-17

Culverin

2

Targeting

When attacking:

2

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Reliquary

Arnaud Amanieu d'Albret
Mercenary - Rally - Parry
When attacking:
if you roll at least 1 ,
Arnaud Amanieu d'Albret may move one area after the attack.
Bonus action: once per round, if you spend 1 :
2

Henry V
4
Feint - Retaliation
At the start of your turn, if you spend 1 and 1 :
gain .
When attacking:
If you roll at least 1 result,
Gain 1 .
3
1 2

Mounted Joan of Arc
4
Haste 2 - Prayer - Rally
Bonus action: once per round,
gain .
2
2 2

Mounted Joan of Arc
Haste 2 - Prayer - Rally - Parry
Bonus action: once per round, gain 1 .
When Mounted Joan of Arc is activated:
roll the Doom dice and rally one allied unit if you roll a .
3
3 2

Mounted Joan of Arc
Haste 2 - Retaliation - Terror 2
When attacking and defending:
OR
When an attack is declared from Mounted Joan of Arc's area or an adjacent area, 2 allied attacking units gain:
+1
4
2 2

John II of Luxembourg
Mercenary - Charisma - Bodyguard
When defending, if John II of Luxembourg cannot move into an adjacent area when he suffers a , cancel this .
3
1

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William Wallace
2
Charge - Reroll
Bonus action: once per turn, Troops in the same area as William Wallace, or an allied adjacent area, gain Charge until the end of the round.
Bonus action: once per round, designate one enemy adjacent to William Wallace. This area's owner must discard 1 Order of their choice in order to activate it.
2
1 2

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Seguin de Badefol
Mercenary - Ruthless - Engineer - Parry
Bonus action: once per round, if you spend 1 : draw 2 Legend cards, keep one and discard the other.
Once per turn: reduce the cost of a by 1.
3
A 1

JoA - RELIQUARY - TAROT Cards - Characters - Front - ENG_1.5.pdf
KS 1.0 Update #227

JoA - RELIQUARY - TAROT Cards - Characters - Front - ENG_1.5.pdf
KS 1.0 Update #227

Joan of Arc: Updated Cards v5 - 300 DPI (page 27 of 37) - Core Box, Reliquary

Legendary Battles 2020-02-17

Bowmen

When attacking:

Bonus action: a Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

JoA - CORE - TROOP - ENG - FINAL_1.5.pdf

KS 1.0 Update #227

Legendary Battles 2020-02-17

Bowmen

When attacking:

Bonus action: a Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

JoA - CORE - TROOP - ENG - FINAL_1.5.pdf

KS 1.0 Update #227

Legendary Battles 2020-02-17

Peasants

Support

Spécial action: you can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

JoA - CORE - TROOP - ENG - FINAL_1.5.pdf

KS 1.0 Update #227

Legendary Battles 2020-02-17

Peasants

Support

Spécial action: you can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

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KS 1.0 Update #227

Village Pack 2020-02-17

Citizen

Bonus action: Once per turn,

gain 1

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KS 1.0 Update #227

Village Pack 2020-02-17

Apothecary

Heal

Once per turn,
if you discard 1 Legend card:
gain 2 or 2
or draw 1 Legend card.

JoA - Reliquary - Poker Cards - Troops - Front - ENG - 1.5.pdf

KS 1.0 Update #227

Siege 2020-03-17

Culverin

Targeting

When attacking:

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KS 1.0 Update #230

Siege 2020-03-17

Culverin

Targeting

When attacking:

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KS 1.0 Update #230

Armageddon

2 **Faster, Beast!**
Move *The Beast* immediately into an adjacent hex.

1 **Born rider**
Move an allied cavalry Unit two areas.

1 **Backstab**
When attacking: an enemy unit suffering a result, suffers 1 Wound.

2 **4 Horsemen riding**
Move Death, Famine, Conquest and War one area.

APOCALYPSE_TAROT_Cards_BACK_ENG.pdf
KS 1.0 Update #229

The Leviathan

1 **Skilled rider**
Move an allied cavalry Unit two areas.

1 **Backstab**
A unit suffering a result, suffers 1 Wound.

3 **Leviathan roar**
Move all Unholy units one area.

APOCALYPSE_TAROT_Cards_BACK_ENG.pdf
KS 1.0 Update #229

Horsemen of the Apocalypse

1 **Sudden realisation**
If an allied unit was just destroyed, gain one Reactivation Order.

2 **Alarming cry**
You may move all Civilians 1 area.

3 **Sign of the cross**
When attacking: All blank results become results until the end of this round.

APOCALYPSE_TAROT_Cards_BACK_ENG.pdf
KS 1.0 Update #229

Horsemen of the Apocalypse

1 **Born rider**
Move an allied cavalry Unit two areas.

1 **Backstab**
When attacking: an enemy unit suffering a result, suffers 1 Wound.

2 **4 Horsemen riding**
Move *Death*, *Famine*, *Conquest* and *War* one area.

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Joan of Arc: Updated Cards v5 - 300 DPI (page 29 of 37) - Apocalypse

Death

Big - Terror 1 - Haste 2

When attacking, for each enemy unit destroyed: gain 1 .
Gain 1 extra if the unit is Holy.

Bonus action: if you spend 1 : remove 1 from an allied Unholy Character.

4

2 2

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KS 1.0 Update #229

Archangel Raphael

Heal - Retaliation - Carrier - Jump 2

At the start of your turn, draw 1 .

Bonus action: once per turn:

4

3 2

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The Holy Relic

Reroll - Cohesion

When the *Holy Relic* is activated:

gain 1 or 1 .

3

5 2

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KS 1.0 Update #229

Ark of the Covenant

2

Prayer - Terror 3

At the start of your turn:
spend 1 otherwise remove the *Ark of the Covenant* from the game.

3

1 2

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KS 1.0 Update #229

Joan of Arc: Updated Cards v5 - 300 DPI (page 30 of 37) - Apocalypse

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KS 1.0 Update #229

Triumph
Big - Jump 2 - Charge
When attacking, Triumph ignores Retaliation.
When attacking or defending: turn all blank results into any result of your choice.
6
3 1

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The Lamb of God
Big - Prayer - Rally
When defending:
Gain 1 result in The Lamb of God's area and all adjacent areas.
Bonus action: once per turn, if you spend 1 , rally a Troop.
2
4 3

APOCALYPSE_TAROT_Cards_Front_ENG.pdf
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The Antichrist
Big - Prayer - Terror 2 - Immortal
Units in The Antichrist's area gain +1
Bonus action: once per turn, if you spend 1 , designate an enemy Troop within 2 hexes and roll . If you roll , place this Troop under your control in the Antichrist's area.
3
2 4

APOCALYPSE_TAROT_Cards_Front_ENG.pdf
KS 1.0 Update #229

Joan of Arc: Updated Cards v5 - 300 DPI (page 31 of 37) - Apocalypse

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Siege 2020-03-17

Bombard

2

When a *Bombard* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

When attacking:

2

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Siege 2020-03-17

Bombard

2

When a *Bombard* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

When attacking:

2

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Siege 2020-03-17

Ballista

3

Targeting

When attacking:

2

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KS 1.0 Update #230

Siege 2020-03-17

Ballista

3

Targeting

When attacking:

2

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KS 1.0 Update #230

Siege 2020-03-17

Trebuchet

3

Big - Targeting

When attacking:

When a *Trebuchet* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

2

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KS 1.0 Update #230

Siege 2020-03-17

Trebuchet

3

Big - Targeting

When attacking:

When a *Trebuchet* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

2

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Siege 2020-03-17

Battering Ram

Once per round, when you activate the *Battering Ram*'s area: inflict 1 to an adjacent area containing a gatehouse.

4

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Siege 2020-03-17

Siege Tower

Rally - Big

When located in an area adjacent to a fortification, the *Siege Tower* makes its area and all areas adjacent to it adjacent to that fortification, and negates its defence bonus.

8

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KS 1.0 Update #230

Bombard

When a *Bombard* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

When attacking:

2

Ballista

3

Targeting

When attacking:

2

Trebuchet

3

Big - Targeting

When attacking:

When a *Trebuchet* attacks a terrain element, inflict 1 to this element if you roll at least 1 .

2

Battering Ram

Once per round, when you activate the *Battering Ram*'s area: inflict 1 to an adjacent area containing a gatehouse.

4

Bombard
2
2
When a *Bombard* attacks a terrain element, inflict 1 to this element if you roll at least 1 .
When attacking:

Core Box 2020-03-17

Paralysis
Immediately after an opposing player plays an Order into an area:
choose an enemy unit in that area. This unit cannot perform any action.
2
M05

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KS 1.0 Update #230

Core Box 2020-03-17

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Core Box 2020-03-17

Rain of Frogs
At the start of your turn, declare a attack against any area and all adjacent areas.
Defending units cannot use their skills.
2
M19

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KS 1.0 Update #230

Core Box 2020-03-17

Self-Sacrifice
When you declare a melee attack:
put X on any attacking Character to add X results to your roll, up to a maximum of 3.
3
M24

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Core Box 2020-03-17

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Core Box 2020-03-17

Counteroffensive
When an opposing player declares a melee attack on an area containing your units: before resolving this action, all of your units in this area perform an attack against the area of origin.
3
T02

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KS 1.0 Update #230

Core Box 2020-03-17

Last Stand
When one or more of your units suffers a result from a melee attack,, these units make an attack against the area of origin before being pushed back.
2
T04

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KS 1.0 Update #230

Core Box 2020-03-17

Weak Spot
At any time: choose an enemy unit. This unit counts as having no skills or powers until the end of the current round.
3
T15

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Core Box 2020-03-17

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Core Box
2020-03-17
Fatigue
At the start of the round: choose an enemy area. Until the next Council Phase, an enemy player must discard 1 Order before playing an Order to activate said area.
1
T22
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KS 1.0 Update #230
Core Box
2020-03-17
Ambush
At the start of an opposing player's turn, or after an opposing player has played an Order:
perform a move and an attack (in either order) with one of your units.
2
T24
JoA-Core-Minipoker Cards - Front - ENG_v1.5.pdf
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Core Box
2020-03-17
Surprise Counterattack
After resolving a :
if you have at least 1 , play it in the same area.
3
T26
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